

# Minbari Shafar Expeditionary Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 4/3 Speed	Fwd/Aft Defense: 15
In Service: 2197	Turn Delay: 1 x Speed	Stb/Port Defense: 19
Point Value:	Accel/Decel Cost: 5 Thrust	Engine Efficiency: 4/1
Ramming Factor: 440	Pivot Cost: 5+5 Thrust	Extra Power: 0
Jump Delay: 10 Turns	Roll Cost: 4+4 Thrust	Initiative Bonus: +1
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 3 4 6 7 8 10 11 12 14 15 16	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

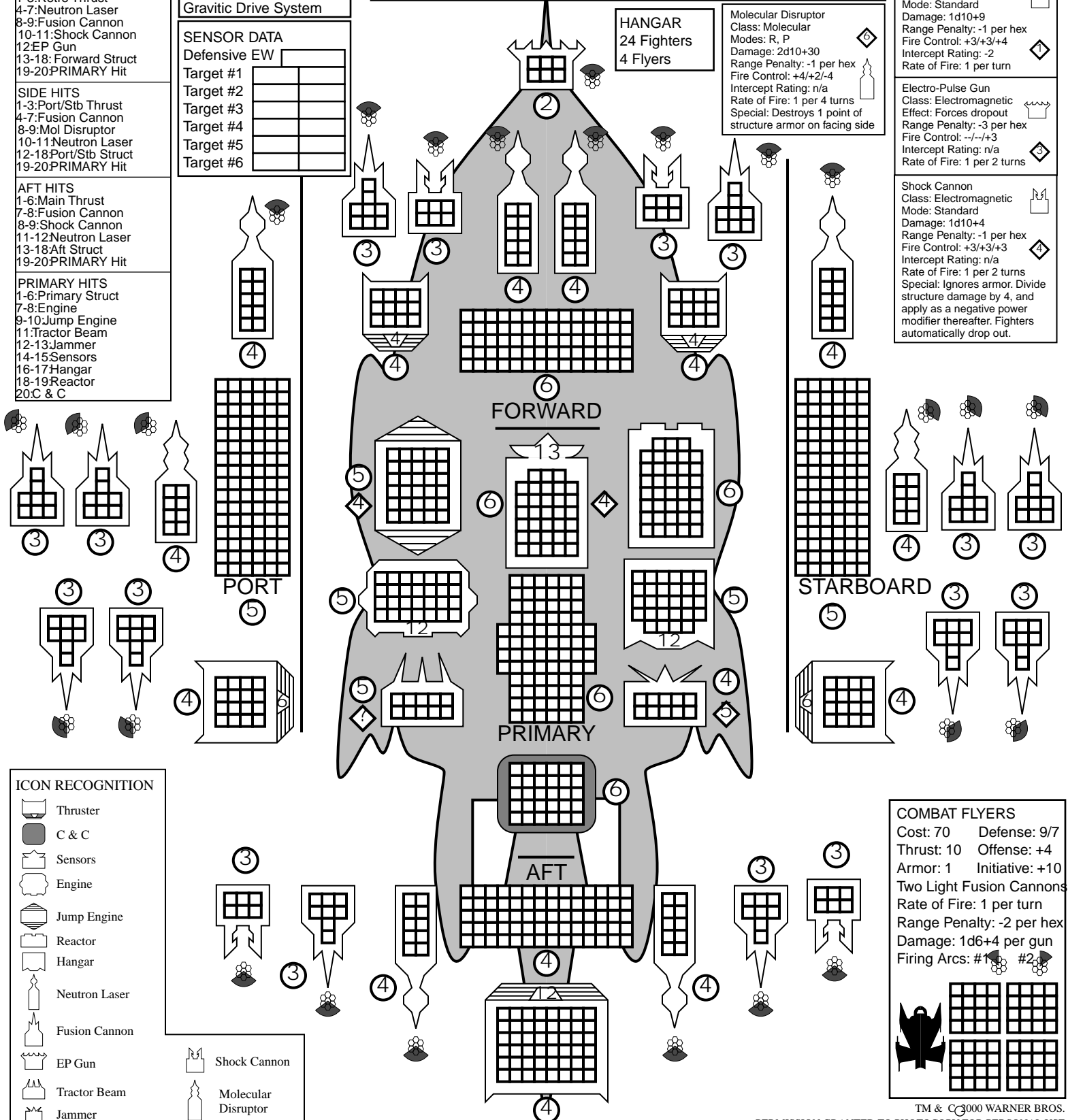
WEAPON DATA
Neutron Laser Class: Laser Modes: R, P, S Damage: 4d10+15 Range Penalty: -1 per 4 hexes Fire Control: +4/+4/+1 Intercept Rating: n/a Rate of Fire: 1 per 3 turns
Fusion Cannon Class: Molecular Mode: Standard Damage: 1d10+9 Range Penalty: -1 per hex Fire Control: +3/+3/+4 Intercept Rating: -2 Rate of Fire: 1 per turn
Electro-Pulse Gun Class: Electromagnetic Effect: Forces dropout Range Penalty: -3 per hex Fire Control: -/-/+3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
Shock Cannon Class: Electromagnetic Mode: Standard Damage: 1d10+4 Range Penalty: -1 per hex Fire Control: +3/+3/+3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns Special: Ignores armor. Divide structure damage by 4, and apply as a negative power modifier thereafter. Fighters automatically drop out.

FORWARD HITS
1-3: Retro Thrust
4-7: Neutron Laser
8-9: Fusion Cannon
10-11: Shock Cannon
12: EP Gun
13-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-3: Port/Stb Thrust
4-7: Fusion Cannon
8-9: Mol Disruptor
10-11: Neutron Laser
12-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-8: Fusion Cannon
8-9: Shock Cannon
11-12: Neutron Laser
13-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-6: Primary Struct
7-8: Engine
9-10: Jump Engine
11: Tractor Beam
12-13: Jammer
14-15: Sensors
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Gravitic Drive System
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR  
24 Fighters  
4 Flyers

Molecular Disruptor  
Class: Molecular  
Modes: R, P  
Damage: 2d10+30  
Range Penalty: -1 per hex  
Fire Control: +4/+2/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns  
Special: Destroys 1 point of structure armor on facing side



## ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Neutron Laser
	Fusion Cannon
	EP Gun
	Shock Cannon
	Tractor Beam
	Jammer
	Molecular Disruptor

COMBAT FLYERS

Cost: 70

Defense: 9/7

Thrust: 10

Offense: +4

Armor: 1

Initiative: +10

Two Light Fusion Cannons:

Rate of Fire: 1 per turn

Range Penalty: -2 per hex

Damage: 1d6+4 per gun

Firing Arcs: #1

Firing Arcs: #2

